

## CLAIMS OF THE INVENTION

WE CLAIM:

1. A method of operating a gaming device including a game device controller and at least one peripheral having a peripheral controller associated with said game device controller  
5 comprising the steps of:

initiating operation of said gaming device;  
transmitting a signal from said peripheral device to said game device controller causing said  
game device controller to provide control code to said peripheral device;  
authenticating said control code;  
10 transmitting said control code to said peripheral device;  
storing said control code at said programmable memory of said peripheral device; and  
executing said control code with said peripheral controller for effecting operation of said  
peripheral device.

15 2. The method in accordance with Claim 1 wherein said initiating step comprises  
providing power to said gaming device peripheral.

3. The method in accordance with Claim 1 wherein said initiating step comprises  
resetting said peripheral device.

20 4. The method in accordance with Claim 1 including the step of said gaming device  
controller sending a polling signal to said peripheral device, and said peripheral device transmitting  
said signal in response to said polling signal.

5. The method in accordance with Claim 1 wherein said initiating step comprises the steps of providing power to said peripheral device.

6. The method in accordance with Claim 5 further including the step of removing data from said programmable memory in response to said power being shut off to said peripheral device.

7. The method in accordance with Claim 1 wherein said step of authenticating said control code includes the step of comparing signatures generated from said control code.

8. The method in accordance with Claim 1 wherein said gaming device controller and peripheral controller communicate using a protocol selected from the group consisting of: RS-232, RS-422, parallel, IEEE-1394 and USB.

9. In a gaming device, a method for providing control code for operation of a peripheral device associated with a gaming device controller comprising the steps of:

providing a peripheral controller adapted to control said peripheral device and a programmable memory associated with said controller;

providing a signal for causing control code to be transmitted from a remote location to said peripheral;

transmitting said control code to said peripheral;

storing said control code at said programmable memory; and

executing said code with said peripheral controller to enable the operation of said peripheral device by said peripheral controller.

10. The method in accordance with Claim 9 including the step of storing said control code at a data storage device associated with said gaming device controller of said gaming device.

11. The method in accordance with Claim 9 including the step of authenticating said control code before transmitting said control code to said peripheral.

12. The method in accordance with Claim 10 including the step of said gaming device controller authenticating said control code before transmitting said control code to said peripheral.

13. The method in accordance with Claim 11 wherein said step of authenticating said control code includes the step of comparing signatures generated from said control code.

14. The method in accordance with Claim 9 including the step of transmitting said control code from a remote device to said gaming device controller and then transmitting said control code from said gaming device controller to said peripheral.

15. The method in accordance with Claim 9 wherein said signal comprises a signal designating said peripheral device as a download device.

16. The method in accordance with Claim 9 including the step of said peripheral controller executing resident code causing the generating of said signal.

17. The method in accordance with Claim 9 including the step of said gaming device controller sending a polling signal to said peripheral device and wherein said signal causing control code to be transmitted is provided in response to said polling signal.

5 18. The method in accordance with Claim 17 wherein said gaming device controller includes a Universal Serial Bus and said polling signal is transmitted by a host controller of said Universal Serial Bus.

10 19. The method in accordance with Claim 9 including the step of verifying said control code transmitted to said peripheral.

15 20. The method in accordance with Claim 19 including the step of periodically re-verifying said control code.

20 21. The method in accordance with Claim 19 wherein said verifying step includes the step of transmitting said control code back from said peripheral device to said gaming device controller for comparison.

25 22. The method in accordance with Claim 19 wherein said verifying step includes the step of transmitting said control code to said peripheral a second time and said peripheral device comparing said stored control code to said control code transmitted said second time.

23. The method in accordance with Claim 9 including the step of said peripheral controller transmitting a signal to said gaming device controller identifying said peripheral device as a particular peripheral device after execution of said control code.

5 24. The method in accordance with Claim 9 wherein said gaming device controller and peripheral controller communicate using a protocol selected from the group consisting of: RS-232, RS-422, parallel, IEEE-1394 and USB.

25. A gaming device for presenting a game for play to a player, said gaming device comprising:

10 at least one game control device;  
at least one peripheral device associated with said game control device;  
a peripheral controller for controlling said peripheral device;  
resident code adapted to cause said peripheral controller to obtain control code for  
15 controlling the operation of said peripheral device;  
programmable data storage for storing control code transmitted to said peripheral device in response to a signal provided to said game control device.

20 26. The gaming device in accordance with Claim 25 wherein said peripheral device comprises a device selected from the group consisting of a bill validator, a touch screen controller, a button controller, a lamp controller, a display controller, a printing device, an internal function control device, a coin acceptor, a security monitoring device, a player tracking device and an uninterruptable power supply.

27. The gaming device in accordance with Claim 25 including a data mass storage device associated with said game control device for storing said control code.

28. The gaming device in accordance with Claim 25 including a Universal Serial Bus associated with said game control device and peripheral.

29. The gaming device in accordance with Claim 25 wherein said programmable memory comprises a type of RAM.

30. The gaming device in accordance with Claim 25 including a communications link between said game control device and a remote device over which said control code may be transmitted.